

Rock Raiders Vehicle Basic Animation List. (18 May, 1998)

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These are simple generic animations that will be extended upon as and when the need arises.

Please remember;

1. not to move the vehicles around too much away from their basic start position as this may lead to collision problems.
2. That ground is 0 meters on the XZ plane in Lightwave. It should be treated as solid and should not have anything going through it unless the animation demands.
3. Your animations should follow rules laid out previously; i.e. Using 256 colour BMP textures on \wedge^2 boundaries, all Polygons must be triangles or quads etc.
4. Don't include mini-figures in vehicle animations that have cockpits, such as the 'Walker Digger' or 'Bulldozer'
5. Put Null objects where wheels will appear. Test their height off the ground by replacing one of them with a low or high polygon wheel object.
6. Make sure any animations that should flow from one to another have corresponding matching frames. I.e. The last frame of a 'take off' animation is the same as the first 'fly' frame.

Section 1: LAND BASED CRAFT.

Walker Digger

- Start engine.
- Stand Still- Engine Tick Over.
- Drill slowly (default ability).
- Drill faster (harder rock and/or upgraded drilling ability).
- Vigorous Drilling. (hardest rock and/or upgraded ability)
- Walk.
- Being attacked (Front, rear and sides).
- Engine shutdown.

Large Driller

Put a NULL object where mining laser will appear

- Start Engine.
- Stand Still- Engine Tick Over.
- Drill slowly (default ability).
- Drill faster (harder rock and/or upgraded drilling ability).
- Vigorous Drilling. (hardest rock and/or upgraded ability)
- Drive.
- Being hit (front, rear and sides)
- Loading cargo.
- Unloading cargo.
- Shutdown engine.

Small Driller

- Start Engine.
- Stand Still- Engine Tick Over.
- Drill slowly (default ability).
- Drill faster (harder rock and/or upgraded drilling ability).
- Vigorous Drilling. (hardest rock and/or upgraded ability)
- Drive.
- Being hit (front, rear and sides).
- Loading cargo.
- Unloading cargo.
- Shut-down engine.

Small Truck

- Start Engine.
- Stand Still- Engine Tick Over.
- Drive.
- Getting hit (front, rear and sides).
- Loading cargo.
- Unloading cargo.
- Shut-down engine.

Bulldozer

- Start engine.
- Stand Still- Engine Tick Over.
- Drive.
- Drive and flatten terrain.
- Construct barricades.
- Destroy barricades.
- Getting attacked (Front, rear and sides).
- Shut-down engine.

Light Mobile Weapons Platform

Put a NULL object where mining laser will appear

- Start engine.
- Stand Still- Engine Tick Over.
- Drive.
- Attacking (when weapon points forwards, backwards, left and right).
I.e. shudder/rock when weapon is discharged
- Attacking with upgraded weapon (increased effect of above)
- Attacking with further upgraded weapon (increased effect of above)
- Getting attacked (front, rear and sides).
- Shut down engine.

Heavy Mobile Weapons Platform

Put a NULL object where mining laser will appear

- Start engine.
- Stand Still- Engine Tick Over.
- Drive.
- Attacking (when weapon points forwards, backwards, left and right).
I.e. shudder/rock when weapon is discharged
- Attacking with upgraded weapon (increased effect of above)
- Attacking with further upgraded weapon (increased effect of above)
- Getting attacked (front, rear and sides).
- Shut down engine.

Section 2: AIR BASED CRAFT.

Small Hover-board

- Engine start (Take off from ground to default height).
- Hover.
- Stationary (on ground).
- Accelerate.
- Brake.
- Turn left whilst flying.
- Turn right whilst flying.
- Getting hit (front, rear and sides).
- Land and turn off engine.

Small Helicopter

- Engine start (Take off from ground to default height).
- Hover.
- Stationary (on ground).
- Accelerate.
- Brake.
- Turn left whilst flying.
- Turn right whilst flying.
- Getting hit (front, rear and sides).
- Land and turn off engine.

Large Helicopter

- Engine start (take off).
- Hover (with driver onboard).
- Stationary (on ground).
- Fly.
- Getting hit (Front, rear, sides and under-belly).
- Pick up vehicle.
- Deposit vehicle.
- Land and turn off engine.

Section 3: WATER BASED CRAFT.

Small Catamaran

- Start Engine.
- Float stationary.
- Being hit (front, rear and sides).
- Sail.
- Accelerate.
- Apply Brake.
- Turning to the left.
- Turning to the right.
- Unload cargo.
- Shut off engine.

Large Catamaran

- Start Engine.
- Float stationary.
- Being hit (front, rear and sides).
- Sail.
- Accelerate.
- Apply Brake.
- Turning to the left.
- Turning to the right.
- Unload cargo.
- Shut off engine.